

AMENDMENTS TO THE SPECIFICATION

On pages 64-65, please amend paragraph [00336] as follows:

--[00336] In one embodiment, the Snap Alignment to Motion behavior affects an object's 12 Rotation parameter. In one embodiment, the Snap Alignment to Motion behavior aligns the rotation of an object 12 to match all changes made to its position along a motion path ~~410~~ 400. In one embodiment, this behavior is meant to be combined with behaviors that animate the position of an object 12, or with a keyframed motion path ~~410~~ 400 a user creates himself. FIG. 41 illustrates an object moving along a motion path, according to one embodiment of the invention. FIG. 42 illustrates the same object as in FIG. 41, but also with a Snap Alignment to Motion behavior applied to the object, according to one embodiment of the invention.--

On page 68, please amend paragraph [00349] as follows:

--[00349] Dashboard Control - In one embodiment, the Throw behavior's Dashboard 110 lets a user specify the direction and speed of the throw behavior by dragging an arrow 440 within a circular region 442. In one embodiment, the direction of the arrow 440 defines the direction of movement, and the length of the arrow 440 defines speed. In another embodiment, a slider ~~444~~ 444 to the right lets the user adjust the scale of the Dashboard control, increasing or decreasing the effect the control has over the object 12. In yet another embodiment, the maximum speed a user can define with the Dashboard is not the maximum possible speed. In one embodiment, higher values can be entered into the Rate or Final Value parameter in the Behaviors tab of the Inspector. FIG. 44 illustrates a Dashboard for a Throw behavior, according to one embodiment of the invention.--

On pages 115-119, please amend paragraph [00469] as follows:

--[00469] In one embodiment, to create an animated title sequence:

- In one embodiment, arrange the first two graphic objects ~~600A, 600B~~ 12A, 12B to determine their vertical position in the composition. FIG. 60 illustrates two graphic objects, according to one embodiment of the invention.
- In one embodiment, select both objects, click the Add Behavior icon in the Toolbar, and choose Basic Motion > Motion Path from the pop-up menu 610 to apply this behavior to both objects at the same time. FIG. 61 illustrates a pop-up menu showing Basic Motion > Motion Path, according to one embodiment of the invention.
- In one embodiment, select the top object ~~600A~~ 12A. In one embodiment, if necessary, choose the Motion Path behavior from the Dashboard pop-up menu to make that object's motion path 620 editable. In another embodiment, move the start point 622 of the motion path 620 to the off-screen position where it will start, and move the end point 624 to the onscreen position where it will stop. FIG. 62 illustrates the top object's motion path, according to one embodiment of the invention.
- In one embodiment, next, select the bottom object ~~600B~~ 12B. In one embodiment, choose the Motion Path behavior from the Dashboard pop-up menu to make its motion path 630 editable. In another embodiment, move the start point 632 of the motion path 630 to the off-screen position where it will start, and move the end point 634 to the onscreen position where it will stop. FIG. 63 illustrates the bottom object's motion path, according to one embodiment of the invention.

- In one embodiment, click the Play button or scrub the playhead in the Timeline or Canvas to see both objects moving onscreen. In one embodiment, both objects come to an abrupt stop. In another embodiment, this is probably not the desired effect, so in the next steps the Drag behavior will be used to slow both objects to a gentle stop.

- In one embodiment, for each object in the Layers tab, choose its Motion Path behavior from the Dashboard 110 pop-up menu, and choose Ease Out 640 from the speed pop-up menu. FIG. 64 illustrates a Dashboard for the Motion Path behavior showing the Speed parameter as Ease Out, according to one embodiment of the invention. In one embodiment, as a result, both objects will slow down before gradually coming to a stop.

- In one embodiment, now, create a text object 12C. In one embodiment, this is the object that will fade in and zoom up to fill the screen. In one embodiment, resize this object 12C to the size it will be at the beginning of the sequence. FIG. 65 illustrates a small text object, according to one embodiment of the invention.

- In one embodiment, next, choose the Adjust Anchor Point tool and move the anchor point 660 to the center of the object 12C. In one embodiment, this way, when the object is scaled up with the Grow/Shrink behavior, it will zoom from its center. FIG. 66 illustrates the text object of FIG. 65 with a new anchor point location, according to one embodiment of the invention.

- In one embodiment, select the text object, then click the Add Behavior icon and choose Basic Motion > Grow/Shrink from the pop-up menu.

- In one embodiment, next, open the Inspector, and click the Behaviors tab 18. In one

embodiment, choose Final Value 670 from the Grow/Shrink behavior's 10 Increment pop-up menu 672. In another embodiment, this enables the Grow/Shrink Dashboard 110 control to control the size of the affected object at the last frame of the behavior, so that the object doesn't grow indefinitely. FIG. 67 illustrates the Increment pop-up menu of the Grow/Shrink behavior in the Behaviors tab of the Inspector, according to one embodiment of the invention.

- In one embodiment, reposition the text object 12C at the center of the canvas, move the playhead to the last frame of the animation, and drag the Grow/Shrink control 680 in the Dashboard 110 until the text object 12C reaches its final size. FIG. 68 illustrates the text object and the Grow/Shrink Dashboard, according to one embodiment of the invention.

- In one embodiment, back in the Behaviors tab of the Inspector, increase the value of the Curvature parameter. In one embodiment, this causes the increase in scale to gradually slow to a stop, rather than stopping abruptly.

- In one embodiment, lastly, the Fade In/Fade Out behavior 10 will be used to fade the text object onscreen. In one embodiment, select the text object 12C, then click the Add Behavior icon, and choose Basic Motion > Fade In/Fade Out from the Behavior pop-up menu in the Toolbar.

- In one embodiment, drag the left shaded ramp 690A of the Fade In/Fade Out control 692 in the Dashboard 110 to the right to lengthen the fade in effect. FIG. 69 illustrates the Fade In/Fade Out Dashboard, according to one embodiment of the invention.

- In one embodiment, drag the right shaded ramp 690B all the way to the right, until it's a non-shaded, vertical edge. In one embodiment, this eliminates the fade out part of the

effect, so that the center text object remains onscreen for the remainder of its duration. In another embodiment, the animation is now complete.

FIG. 70 illustrates the composition at the first frame, according to one embodiment of the invention. FIG. 71 illustrates the composition at a middle frame, according to one embodiment of the invention. FIG. 72 illustrates the composition at the last frame, according to one embodiment of the invention.--